

BASIC RESPONSES

Jump raises - minors limit forcing Other: see over

Jump raises - majors limit forcing Other: 0-5, 4+ support

Jump shifts after minor opening GF (nat at 2-level, 2-suiter or FSJ at 3-level)

Jump shifts after major opening GF (nat at 2-level, 2-suiter or FSJ at 3-level)

Responses to strong 2 suit opening n/a

Responses to 2NT opening 3♣=muppet; 3♦/♥=transfer; 3♠="bid 3NT"

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

 Underlead Other: A asks for attitude, K asks for count

Four or more with an honour 4th highest attitude

 3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

 Other: reverse count

Signal on declarer's lead reverse count (some reverse Smith in NT)

Discards McKenney high encourage low encourage

 odd/even Other: reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when? 4♣=control ask after 1NT/2NT opening

Other Conventions

5NT meaning depends on context cue 1st and 2nd round controls

When major agreed, 3NT often minimum

Gazzilli 2♣ (1M-1X-2♣ & 1♦-1NT-2♣)

Kickback



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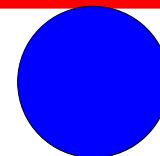
STANDARD SYSTEM CARD

Names: Ben Thompson Bill Jacobs

ABF Nos: March 2012

Basic System: Looney Tunes Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2, 14+ F1 1♦ (4)5, 14+ F1 1♥ 5, (11)14+ F1 1♠ 5, (11)14+ F1

1 NT 12-14, may be 5422, 6322 (4441 rare) may contain 5 card major

2♣ Stayman: simple extended Other: continue = inv+

Transfers 2♦ ♥ or other gf 2♥ ♠ 2♣ ♣

2 NT ♦ Other: super accept; 2♦=♥ or 4M5m(31) or 55m

2♣ 10-13, 5+♠ (not 5332/5422 in 1st/2nd)

2♦ 10-13, 5+♦ (not 5332/5422 in 1st/2nd)

2♥ 10-13, 5+♥ (not 5332/5422/4♠ in 1st/2nd)

2♠ 10-13, 5+♠ (not 5332/5422/4♥ in 1st/2nd)

2 NT 21-23 balanced

3 NT any solid suit, no outside A

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

1-suit openings are unlimited and forcing 1♥/♠ only 11-13 with other major

1♣=14+ & ♣ or 15+ bal (5♦ & 24+ 5X ok) 1NT may (rarely) have a singleton

transfer responses to 1♣ 4♣/♦ opening = namyats

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠

Jump overcalls weak Unusual NT 2 lowest unbid

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor weak or strong, both majors

Immed cue of major weak or strong, other major + minor

Over opponent's 1NT (weak) 2♣=♥+other; 2♦=♠+other; 2NT=minors

Over opponent's 1NT (strong)

Over weak twos T/O X + Lebensohl

Over opening threes T/O X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	0-11, 4+♥	2NT	GF, 5M332
	1♥/♠	0-11, 4+♠ / 0-11 no major	3♣	10-14, 55 ♣+other
	1NT	10+ bal, GF	3♦	10-14, 55 ♦+♥
	2♣	GF, 5+♣ (not 5332)	3♥	10-14, 55 ♥+♠
	2♦	GF, 5+♦ (not 5332)	3♠	10-14, 55 ♠+♦
	2♥	GF, 5+♥ (not 5332)	3NT	-
	2♠	GF, 5+♠ (not 5332)	4 bids	-
1♦	1♥/♠	0-9, 4+♥ / 4+♠	3♣	10-14, 55 ♣+♥
	1NT	0-9, no major	3♦	0-5, (4)5+♦, no major
	2♣	GF, bal or 5+♣	3♥	10-14, 55 ♥+♠
	2♦	6+, ♦ raise, F1	3♠	10-14, 55 ♠+♣
	2♥	GF, 5+♥ (not 5332)	3NT	-
	2♠	GF, 5+♠ (not 5332)	4♦	-
	2NT	GF, 5M332	4 Other	-
1♥/♠	1NT	0-9, no major	3♣	10-14, ♣+♦
	2♣	10+, 4+♣ or bal or 7-9 3♥/♠	3♦	10-14, ♦+other major
	2♦	10+, (4)5+♦	3♥/♠	0-5 raise / 10-14, other M+♣
	2♥/♠	3-6 raise / 10+, nat	3NT	10-12 bal raise, 4/5 support
	2NT	inv+ 4+ support	4♣/♦	spl, 2-3 controls, slamish
2♣	2♦	inv+ relay	2♥/♠	nat, constructive, nf
	other	2NT=weak ♣ / gf 5M/55M / >gf 6m; 3♣=wk raise; 3x=inv 6+x		
2♦	2♥	inv+ relay	3♣/♦	inv 6+♣ / wk raise
	2♠	inv, 54/55M	3♥/♠	inv 6+♥/♠
	2NT	weak ♣ / gf 5M/55M / >gf 6m	3NT	to play
2♥/♠	2NT	inv+ 5+♠ / inv+ relay	3NT	to play
	3♣/♦	(2♥)gf nat; (2♠)inv+ ♥/gf nat	4♣/♦	spl, slamish
	3♥/♠	wk raise / (2♥)spl; (2♠) gf ♣	4♥/♠	to play
2NT	3♣	muppet stayman	4♣	control ask (4♦=<7)
	3♦	♥	4♦	♥
	3♥	♠	4♥	♠
	3♠	"bid 3NT", 6m/55m if bid on	4♠	rkc in ♣
	3NT	very weak with 6+m	other	4NT=rkc in ♦

CONVENTIONS

Additional responses to 1NT

3♣/3♦	ask for 5-card suit / 4441, 4414 or 56xx GF
3♥/3♠	31(54) / 13(54) gf
4♣	control ask (4♦=0-3)
4♦	♥
4♥	♠
4♠	rkc in ♣ (4NT= rkc in ♦; 2♦=♥ or 4M5m(31) gf or 55m gf)

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round depends on sequence Game force

NT Checkback Priorities If major shown, many transfers

Defence to 3NT opening X=values

Defence to opening Two's: Multi 2♦ X=values then T/O X

RCO style 2-s X=values then T/O X

Other 2-s

Defence to strong ♣ X=♥+other; 1♦=♣+other; 1NT=minors

After 1♣-P-1♦: X=♠+other; 1NT=minors

Lebensohl Over NT interference Rubensohl

Other uses In weak2-X auctions

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X; 4NT=♣+♦ 4♠ X; 4NT=2 suits

OTHER NOTES

Cue raises

Weak jumps after they overcall (FSJ at 3-level by passed hand)

4NT opening = specific ace ask (5NT=2, 6♣=♣A)

PODI/PORI

1♦/♥/♠ - 3-level jump-shift by passed hand = FSJ